

The GUILD of THIEVES



By Magnetic Scrolls

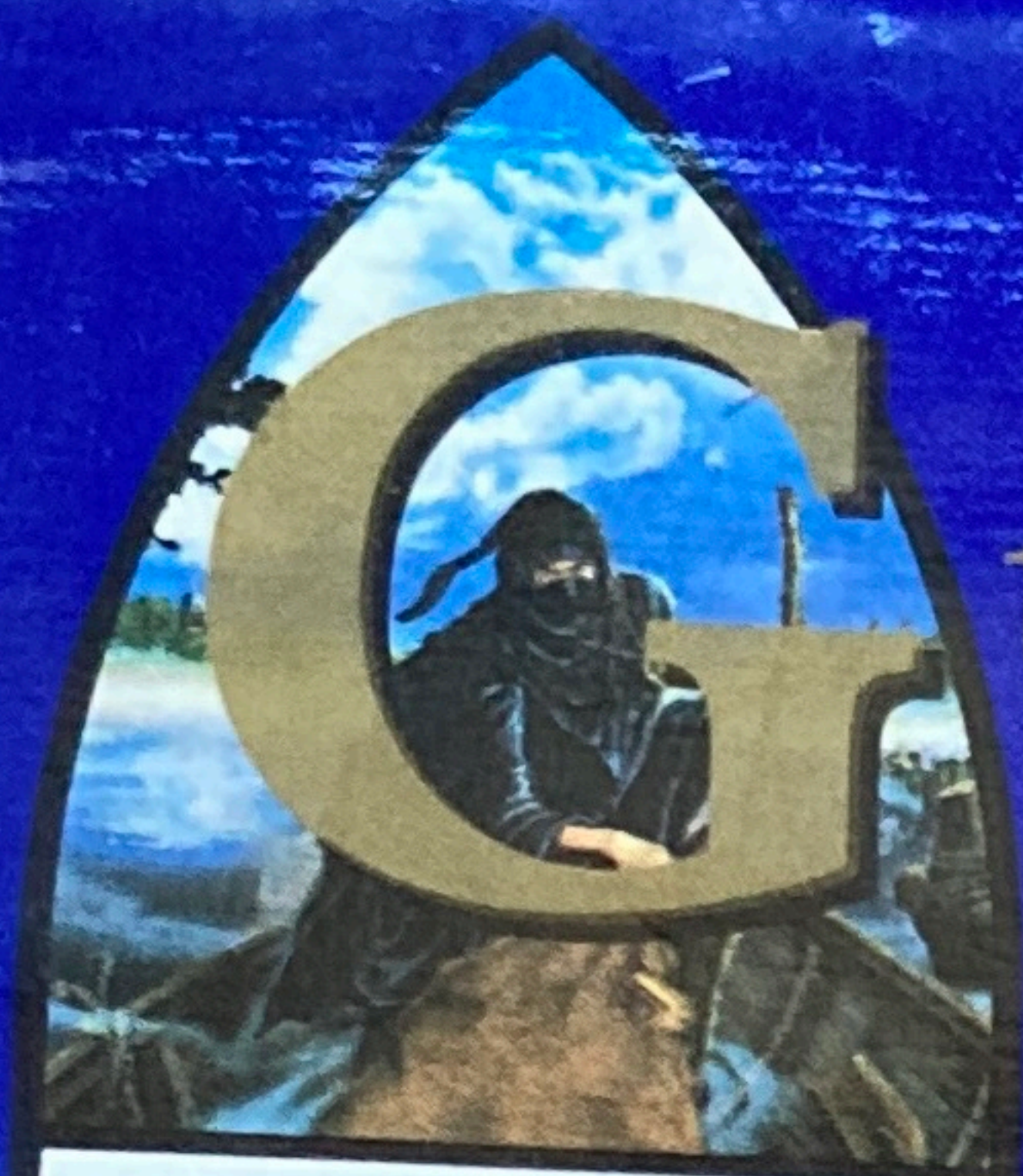
Steal Yourself A World of Fantasy

Apple II, IIc, IIe
(min 64K)

TEXT ONLY VERSION

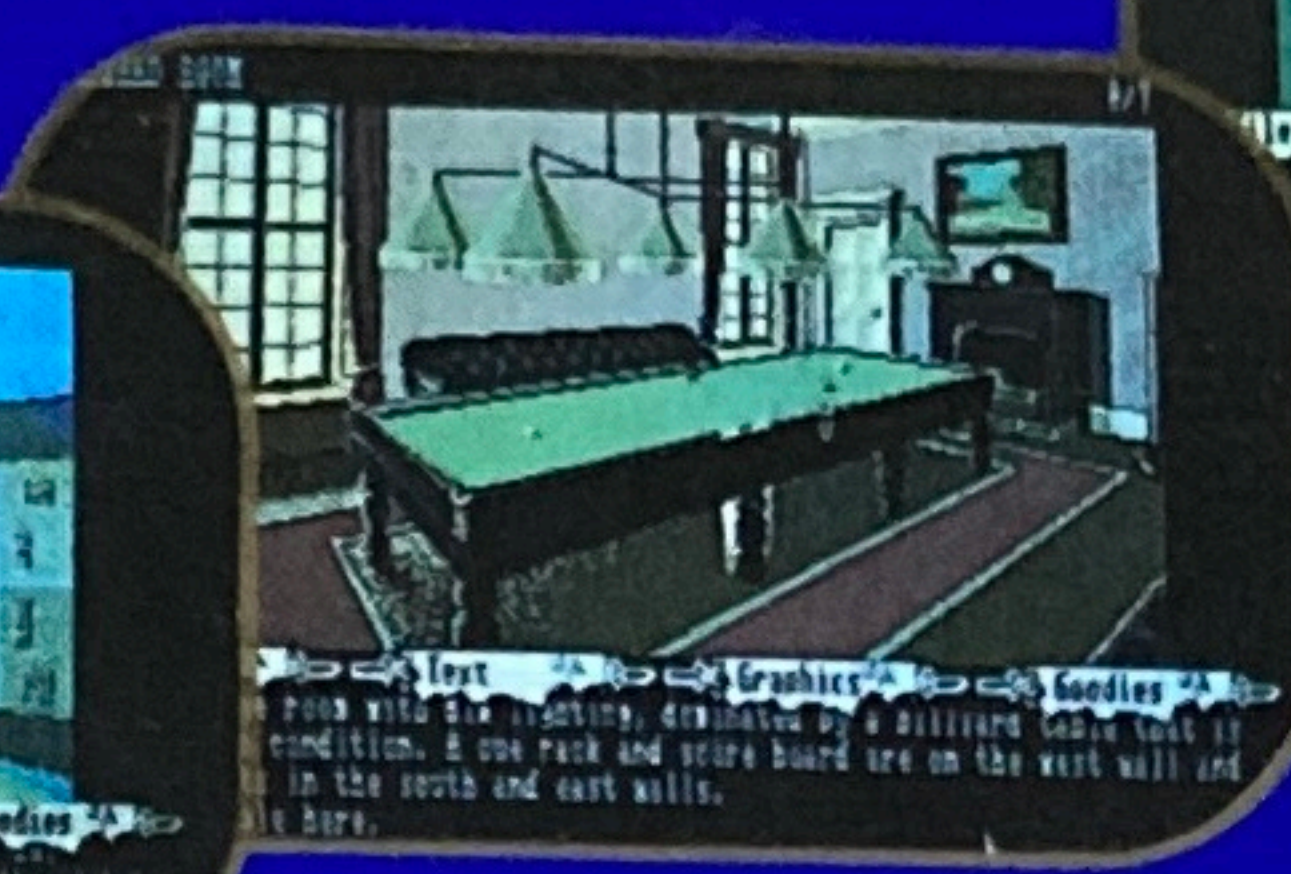
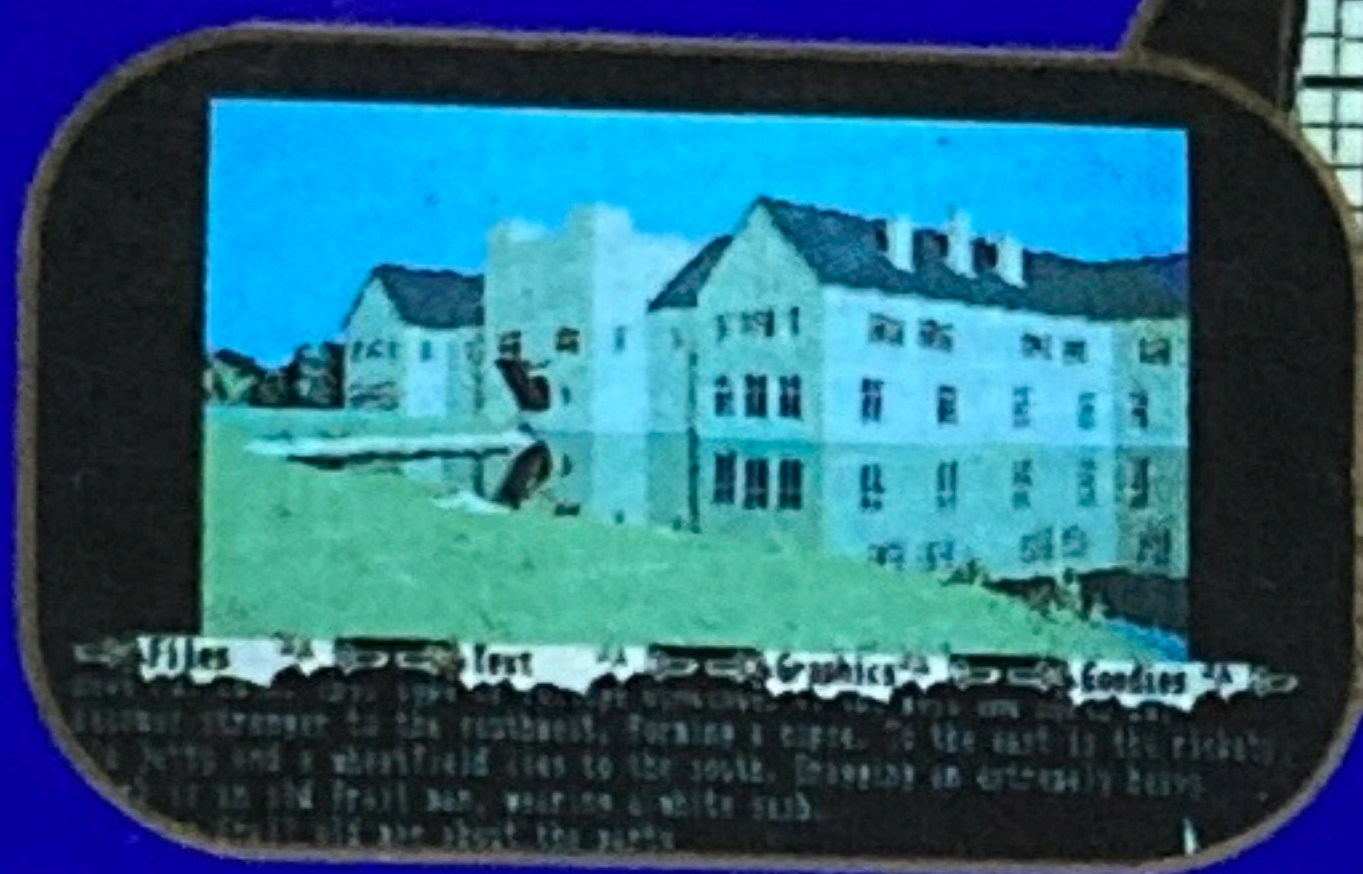
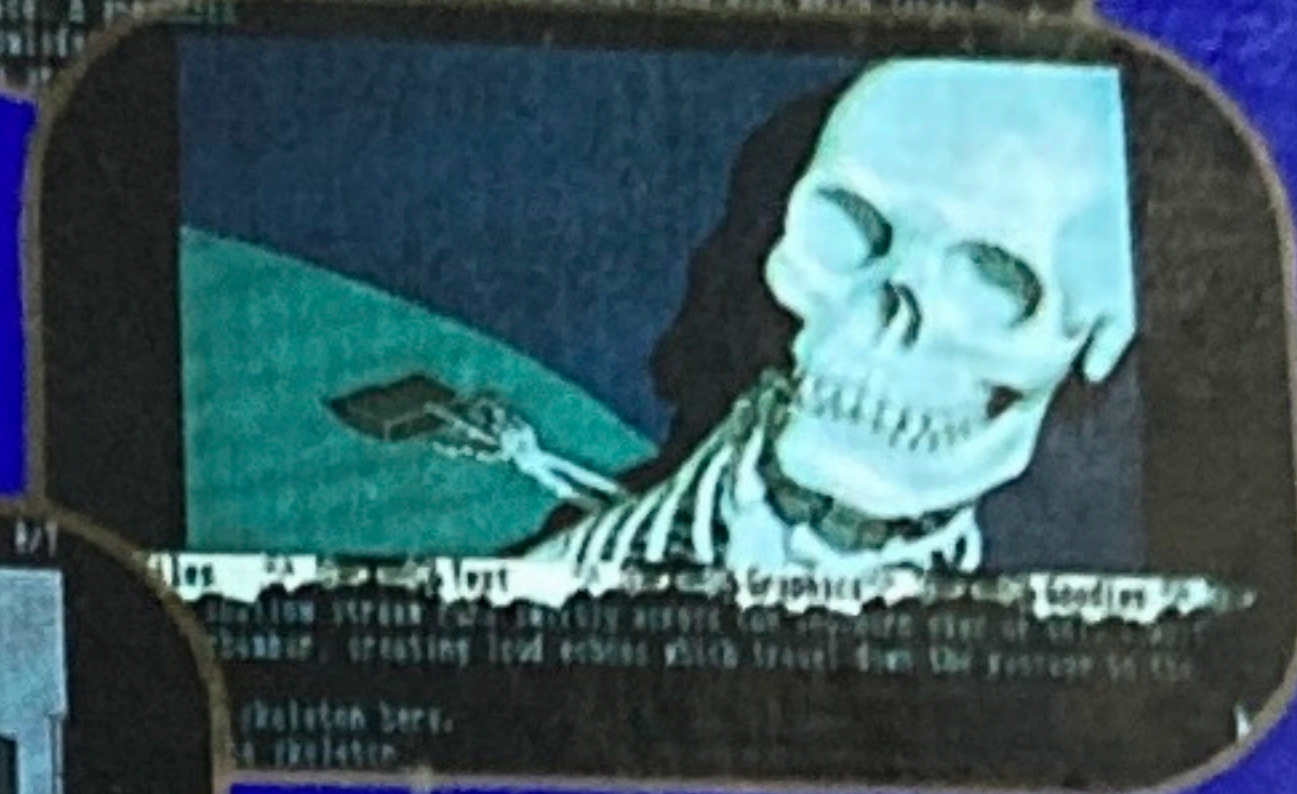
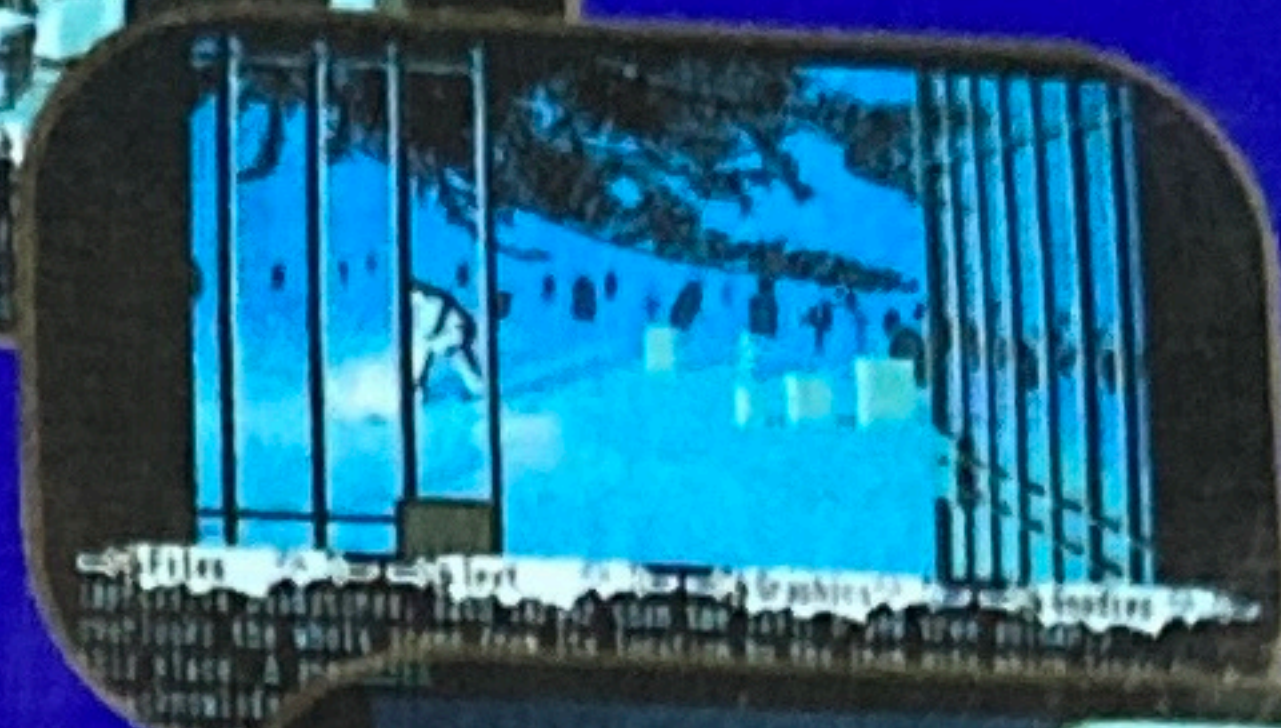
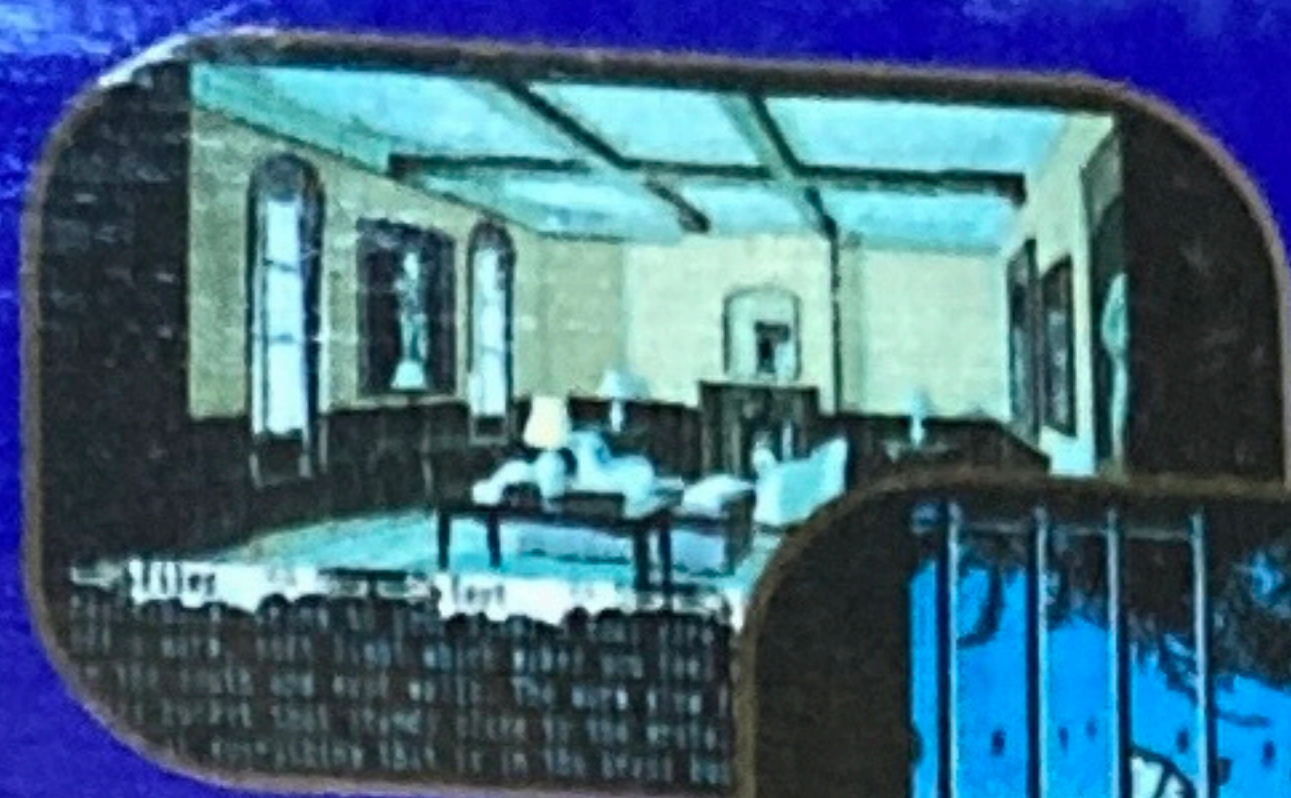



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By
Magnetic Scrolls

The Guild of Thieves



Screenshots from Atari ST
version (Some versions do
not contain graphics. Please
refer to box front for details)

Why Buy This Game When You Could Steal It?

Except you can't. Not yet. An amateur like you? Come off it! Now, if you were a fully paid-up member of the notorious Guild of Thieves, things would be different... Mind you, it's not easy. You might find yourself ditched on a remote jetty by the Guildmaster. You might find that the Guild expects you to ransack a well guarded mansion. To go grave-robbing. Potholing. Or maybe - if they're really doubtful of your abilities - everything at once!

No problem, really, in a country full of helpful natives and friendly wildlife. Trouble is, you're not in a country like that! You're in Kerovnia. If you've played *The Pawn*, you'll remember Kerovnia. Except that the place seems to have gone downhill since then... But you'll find that out for yourself soon enough. And just one final hint; don't try any funny stuff. The Guildmaster has seen it all before. So has the Gatekeeper. So has the... But why should we give you any hints?

Guild of Thieves, from Magnetic Scrolls, the people who wrote *The Pawn*, winners of numerous major awards. Graphic illustrations to blow your socks off. Puzzles to blow your brains out. Frankly, we doubt that you're up to it...

Buy This Game Or We'll Steal Your Computer!

CONTENTS: Cassette(s) or disc(s), keyguide,
playguide, plus further goodies.



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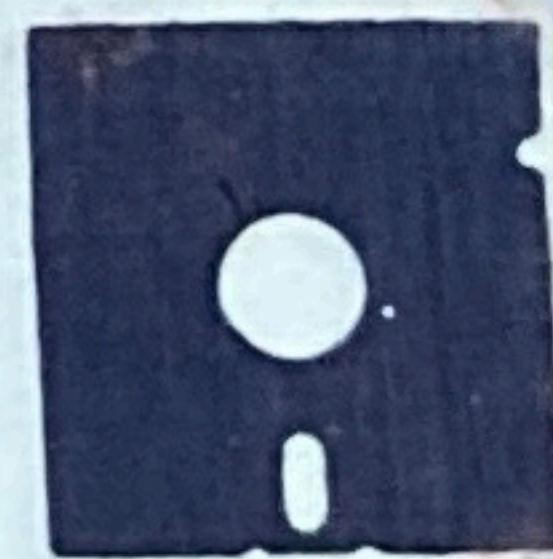
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The GUILD of THIEVES



By Magnetic Scrolls

Steal Yourself A World of Fantasy

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Apple II, IIc, IIfx
(min 64K)
TEXT ONLY VERSION



The GUILD of THIEVES



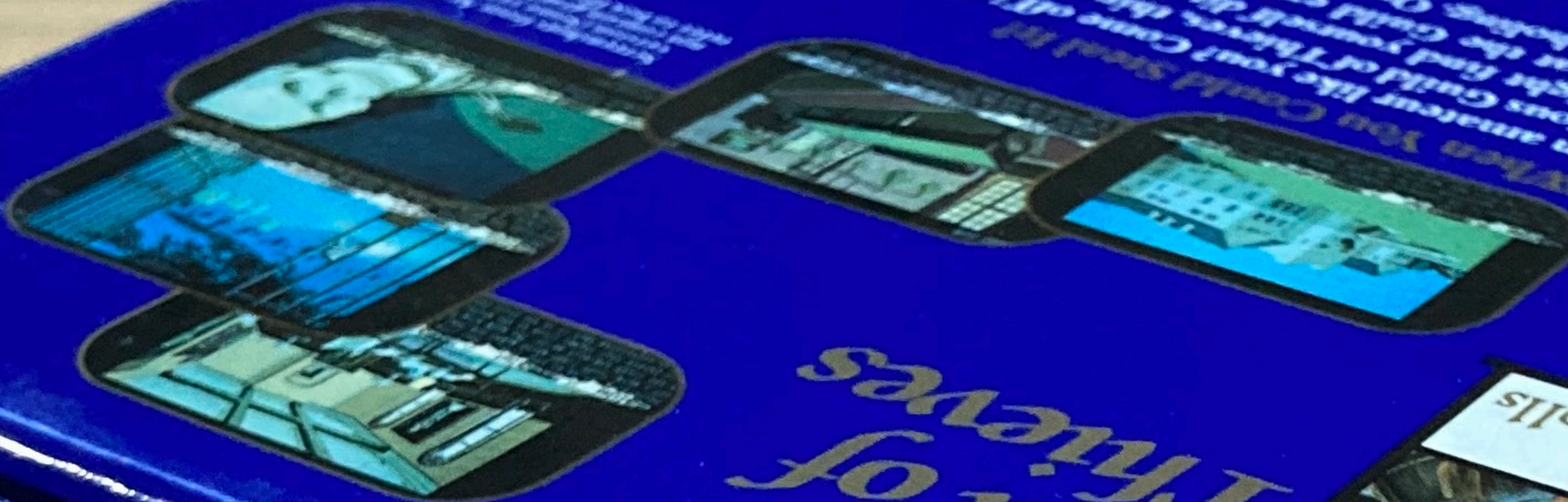
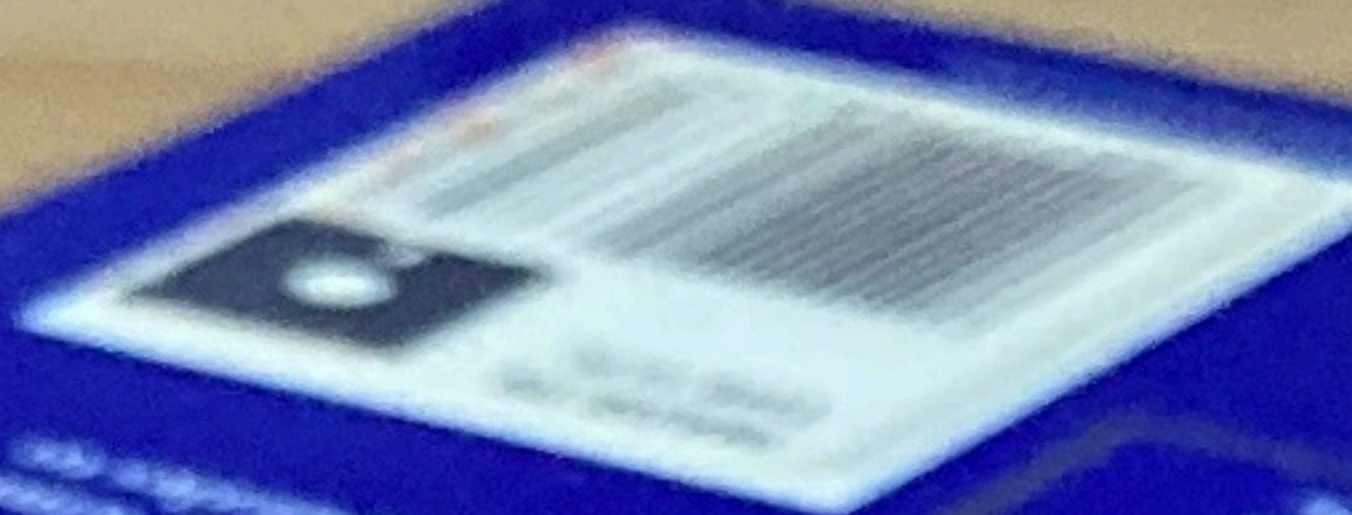
The GUILD of THIEVES

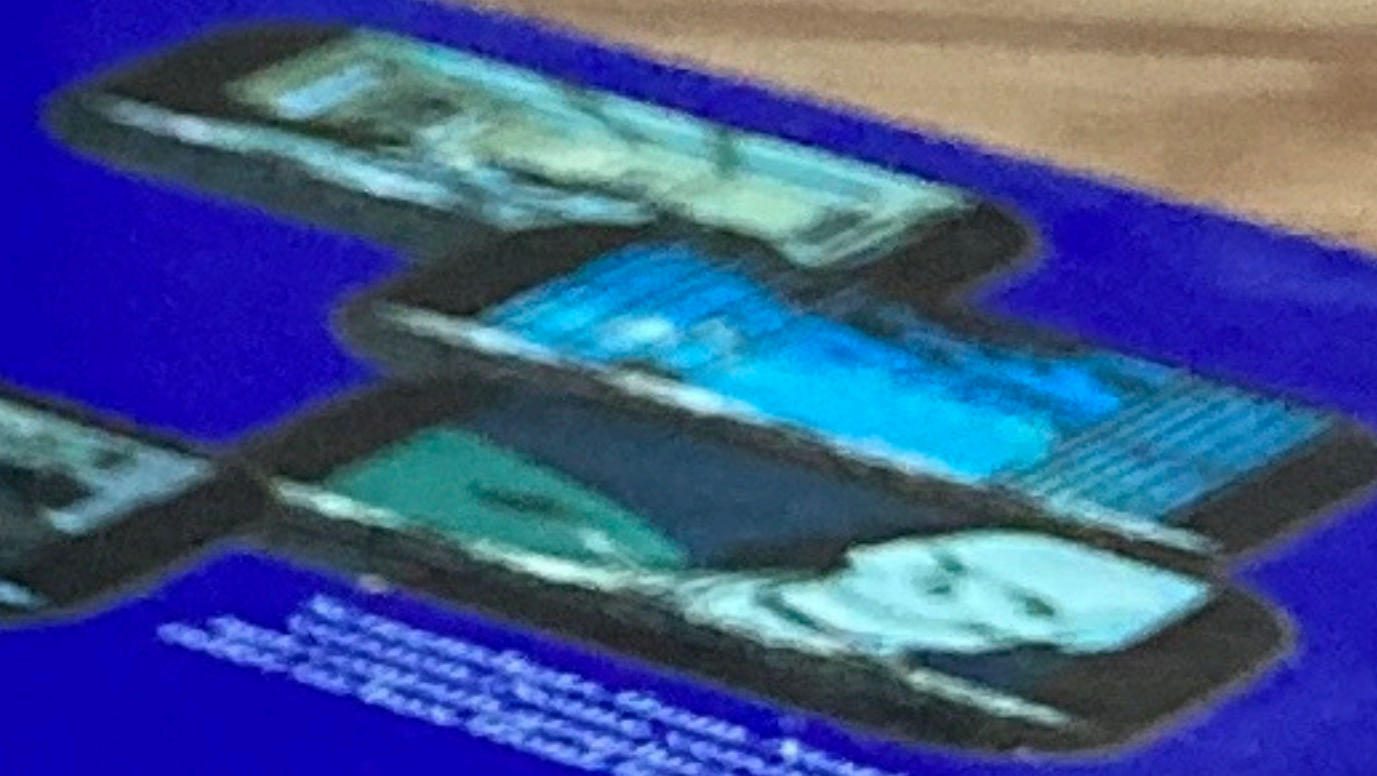
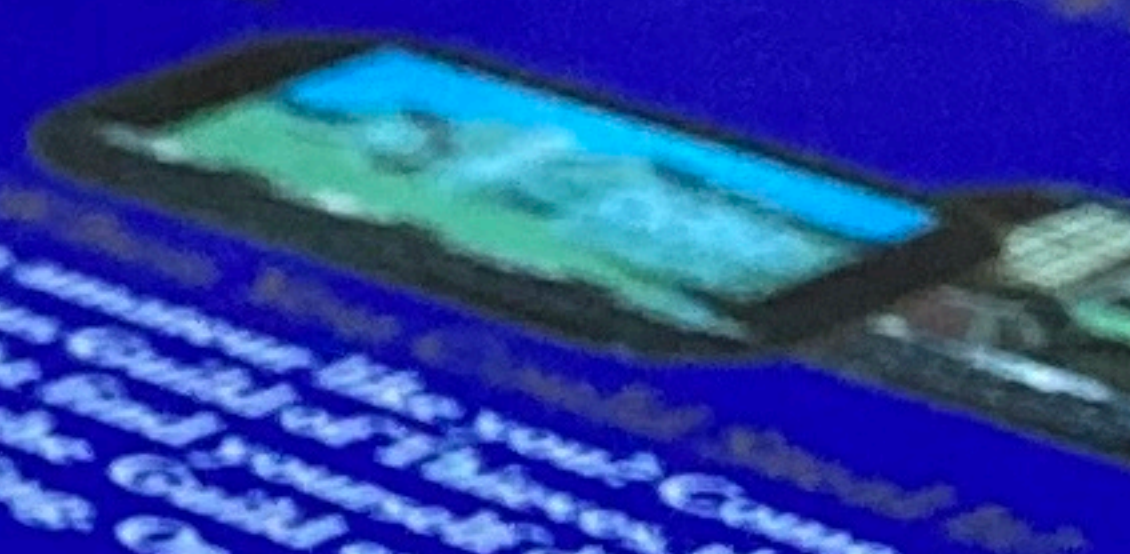
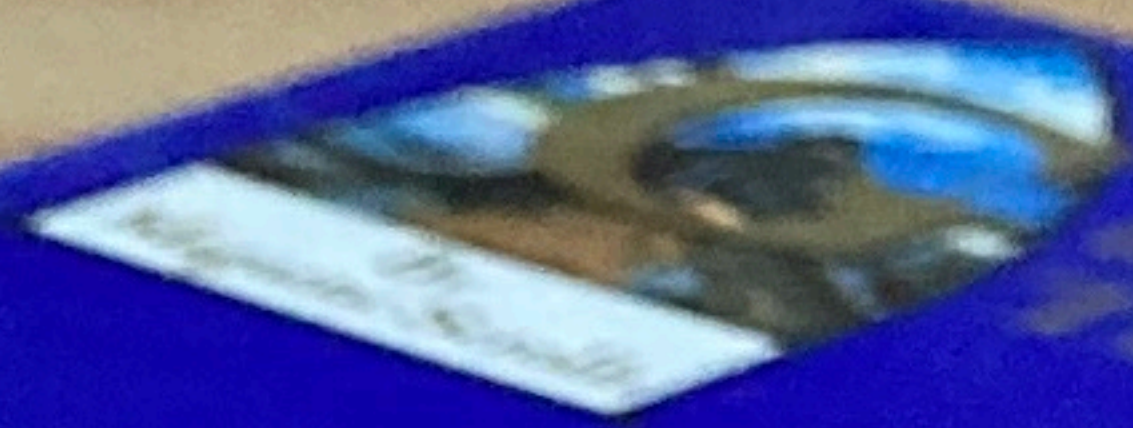


The Guild of Thieves



The Wild of Thieves

[illegible]



Now, if you were a fully fledged member of the Guild of Thieves, things would be different... You might find yourself ditched on a remote, rocky, well-guarded island. You might find yourself in a country full of helpful natives and friendly wildlife. You might find yourself in a country full of helpful natives and friendly wildlife. You might find yourself in a country full of helpful natives and friendly wildlife.

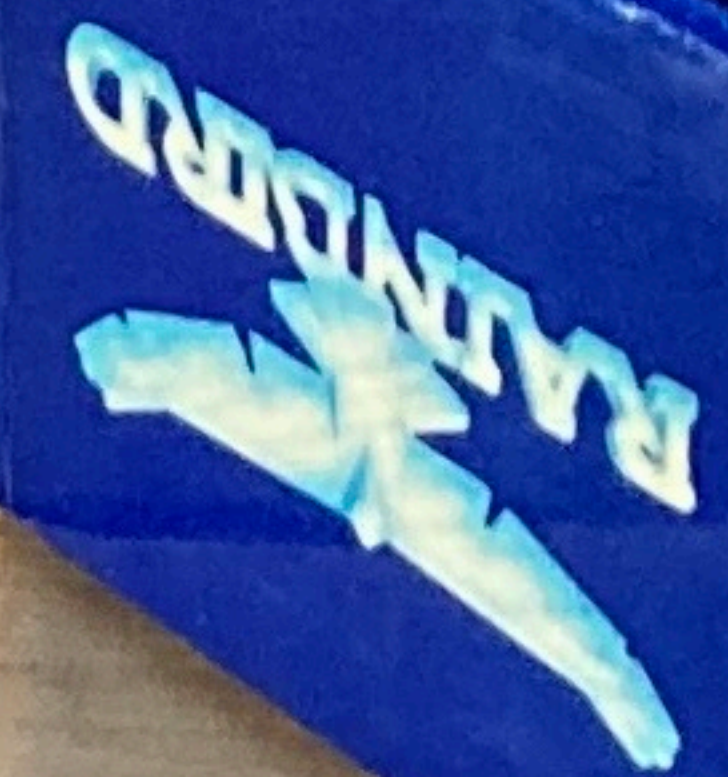
But you'll find that out for yourself soon enough. And just one hint: the Guildmaster has seen it all before. So has the Prawn, winners of the Guild of Thieves. Graphic illustrations to blow your socks off. Puzzles to make your brain hurt. Frankly, we doubt that you're up to it...

CONTENTS: Cassette(s) or disc(s), keyguide, playguide, plus further goodies.



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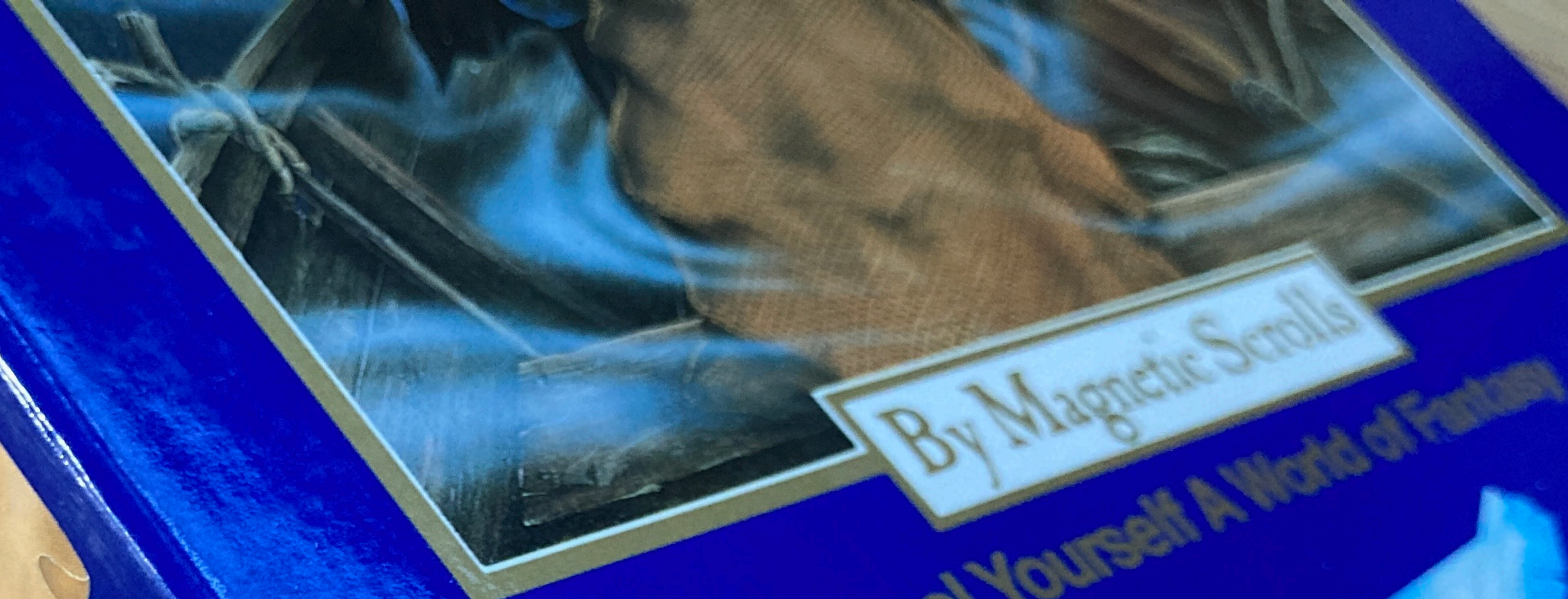
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Apple II
(min 64K)
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THIEVES



By Magnetic Scrolls

Steal Yourself A World of Fantasy



RAINBOW

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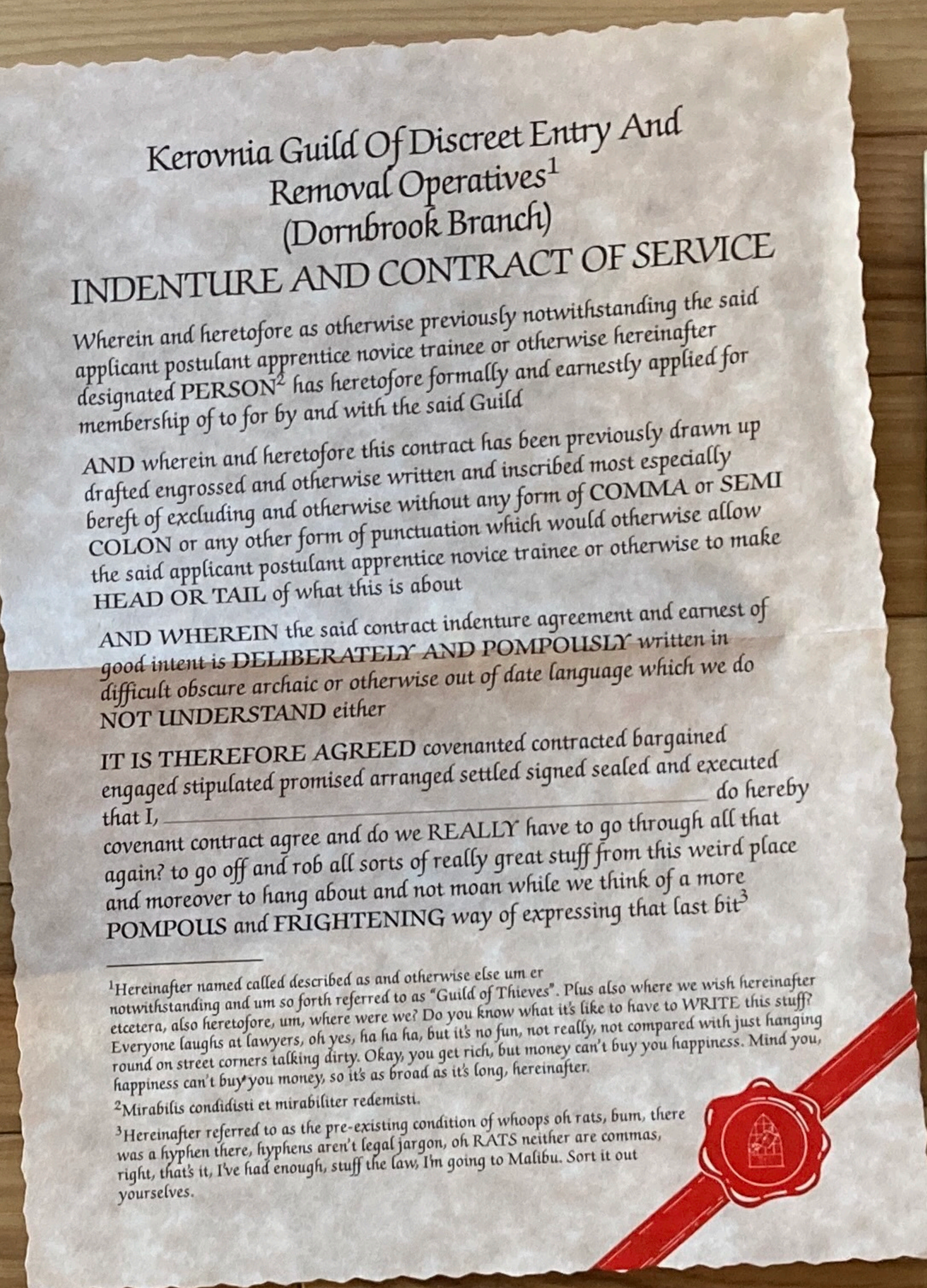
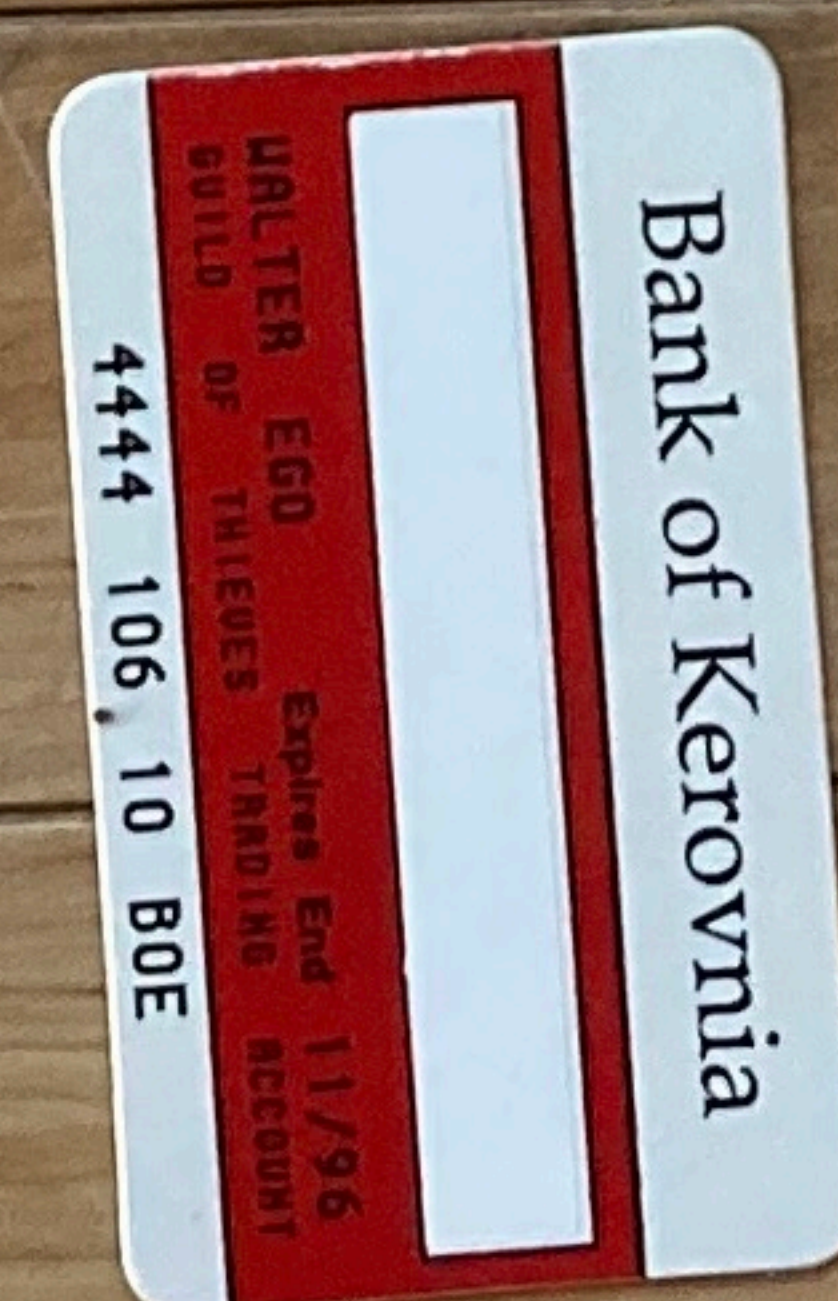
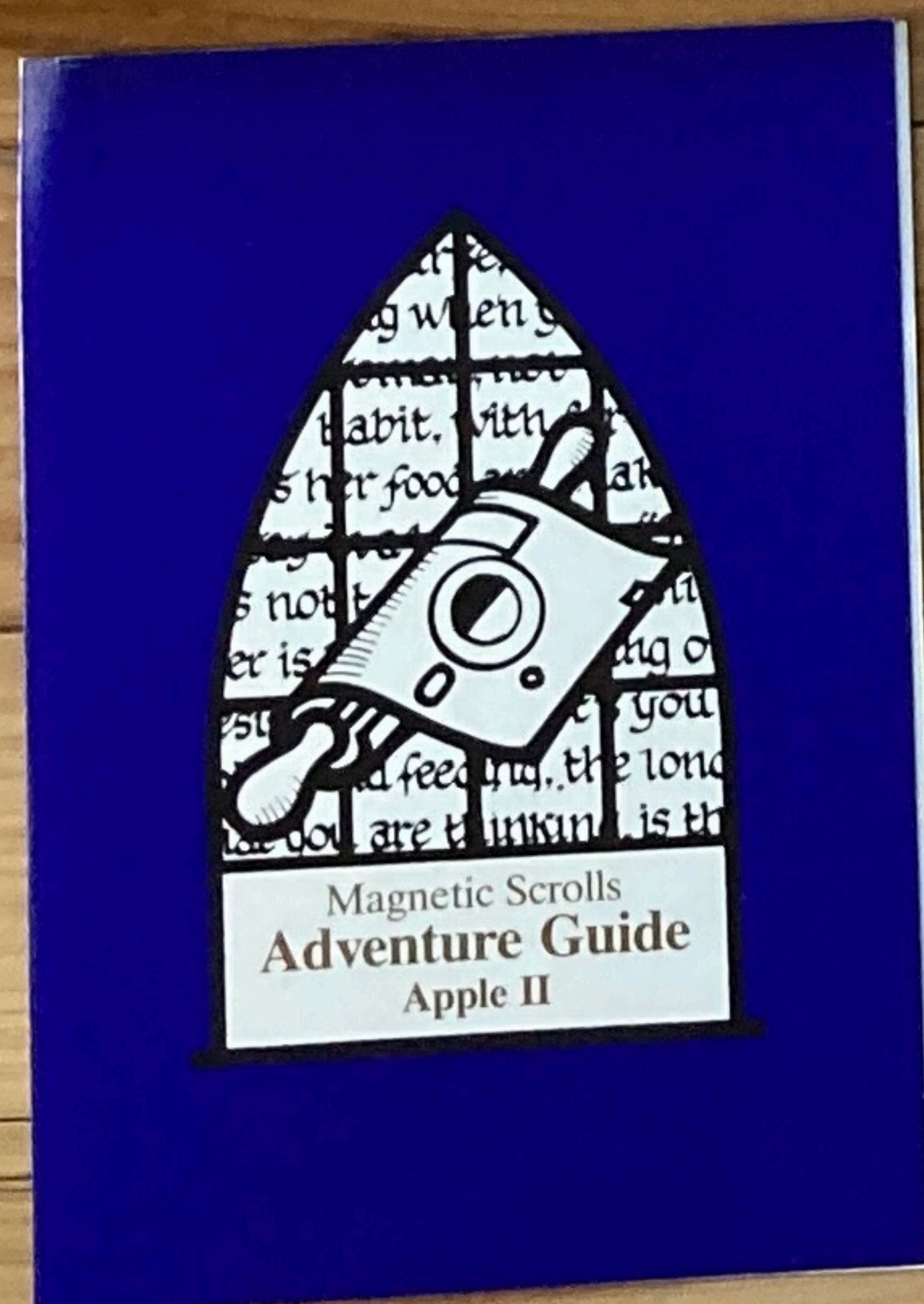
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Wherein and heretofore apprentice in
applicant postulant apprentice formally
designated PERSON² has heretofore
membership of to for by and with the said Guild
AND wherein and heretofore this contract has been previously drawn up
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COLON or any other form of punctuation which would otherwise to make
the said applicant postulant apprentice novice trainee or otherwise to make
HEAD OR TAIL of what this is about

AND WHEREIN the said contract indenture agreement and earnest of
good intent is DETIPEP ATEETV AND DOMPOHISTV written in

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²Mirabilis condidisti et mirabiliter redemisti.

³Hereinafter referred to as the pre-existing condition of whoops oh rats, bum, there was a hyphen there, hyphens aren't legal jargon, oh RATS neither are commas, right, that's it, I've had enough, stuff the law, I'm going to Malibu. Sort it out yourselves.

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3) How do you rate this product? Excellent ☐ Very Good ☐ Good ☐ Fair ☐ Poor ☐

4) How long have you owned your computer? _____

5) How many titles do you own? _____

6) Which computer will you buy next? _____

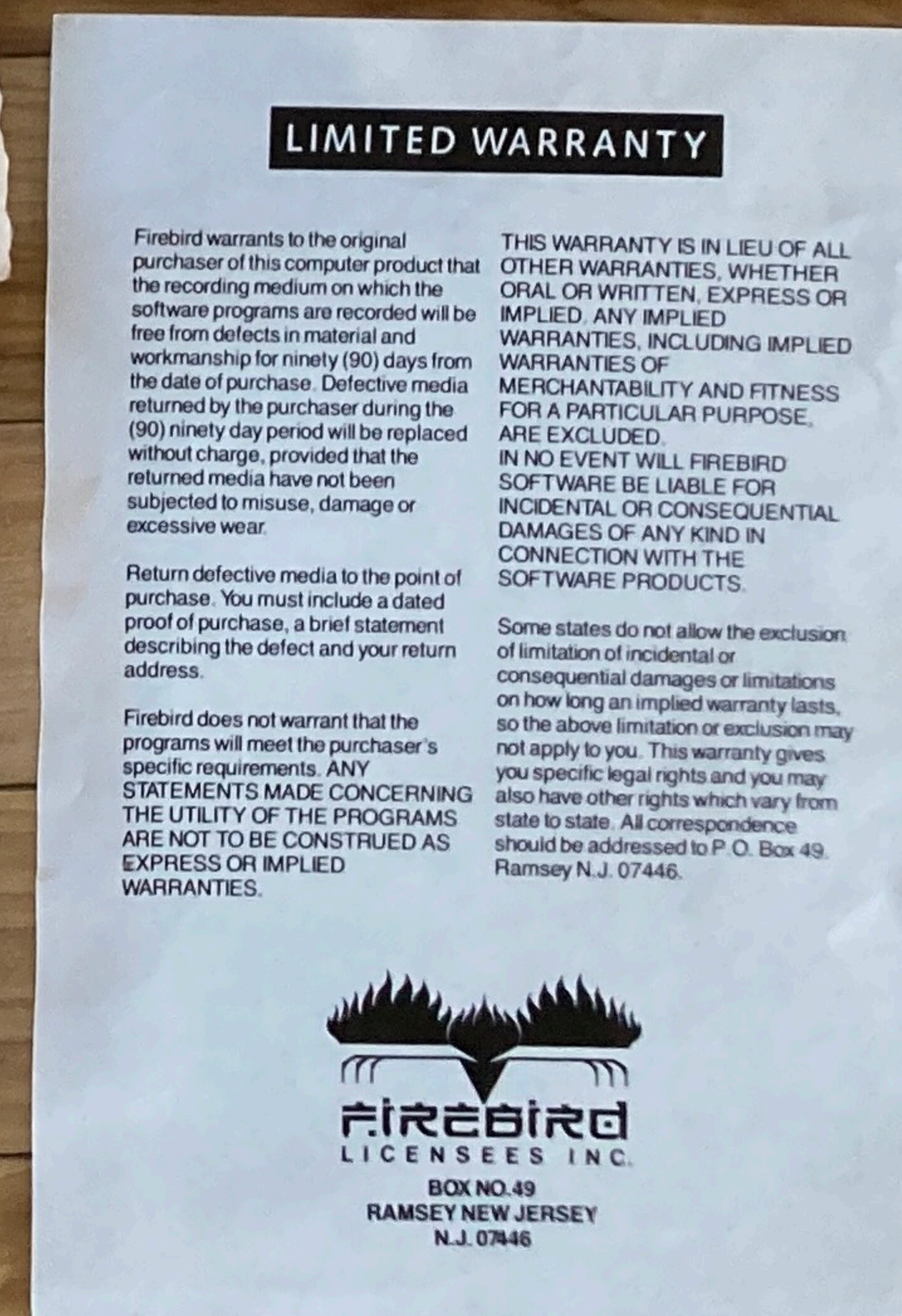
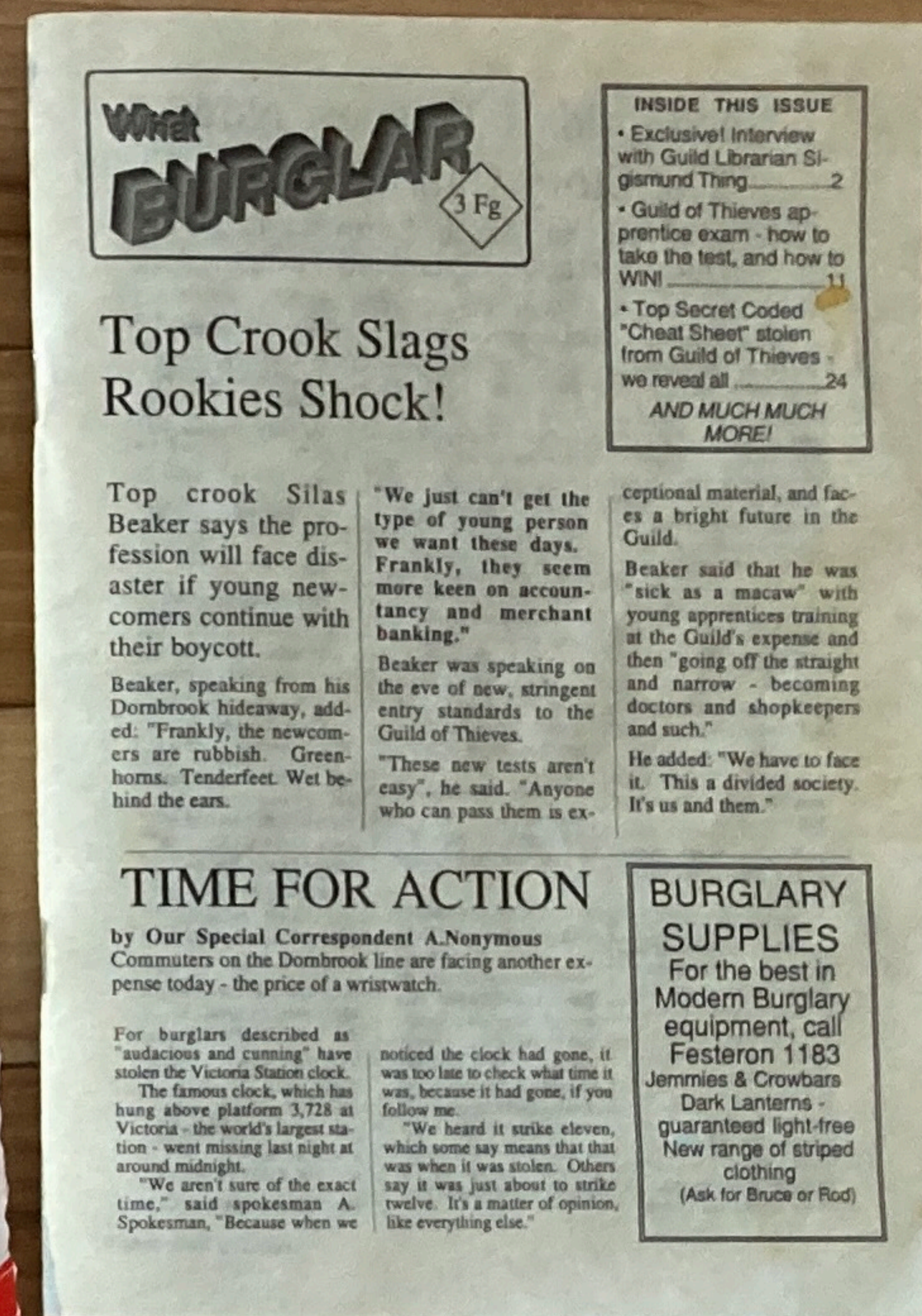
NAME _____ AGE _____

ADDRESS _____

CITY _____

STATE _____ ZIP _____

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The Guild of Thieves
APPLE II


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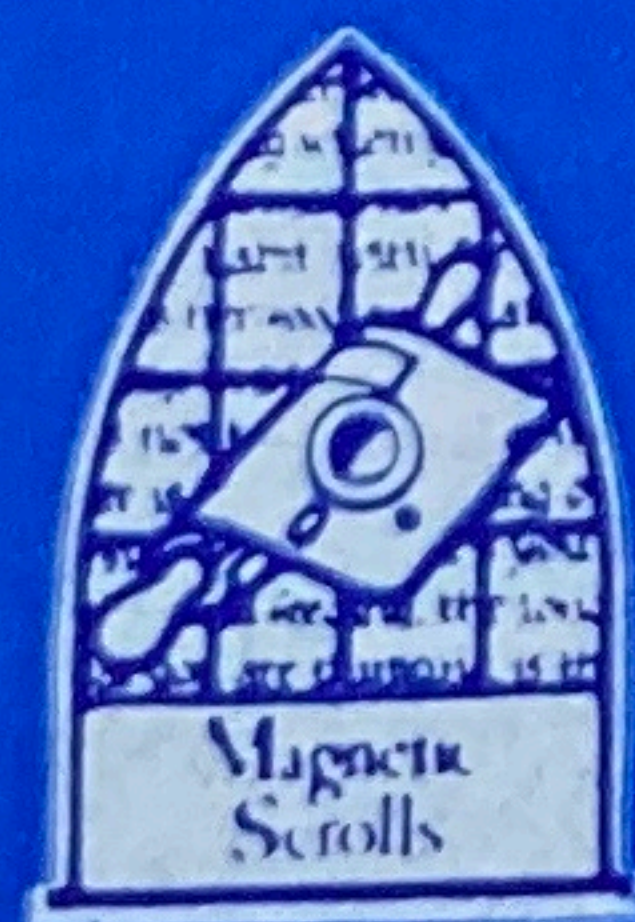
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The Guild of Thieves



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Bank of Kerovnia



WALTER EGO

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GUILD OF THIEVES

TRADING

ACCOUNT

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Kerovnia Guild Of Discreet Entry And
Removal Operatives¹
(Dornbrook Branch)

INDENTURE AND CONTRACT OF SERVICE

Wherein and heretofore as otherwise previously notwithstanding the said applicant postulant apprentice novice trainee or otherwise hereinafter designated PERSON² has heretofore formally and earnestly applied for membership of to for by and with the said Guild

AND wherein and heretofore this contract has been previously drawn up drafted engrossed and otherwise written and inscribed most especially bereft of excluding and otherwise without any form of COMMA or SEMI COLON or any other form of punctuation which would otherwise allow the said applicant postulant apprentice novice trainee or otherwise to make HEAD OR TAIL of what this is about

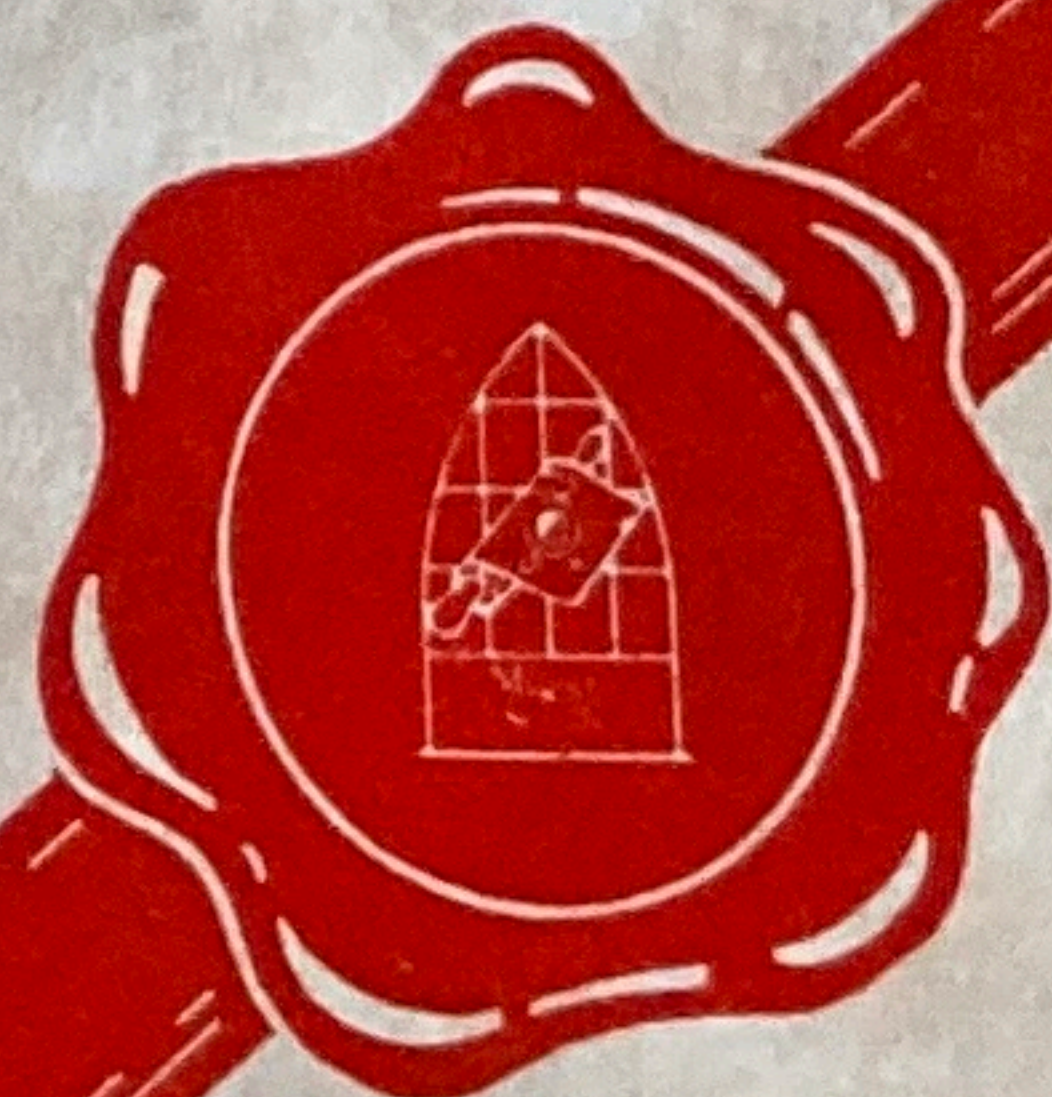
AND WHEREIN the said contract indenture agreement and earnest of good intent is **DELIBERATELY AND POMPOUSLY** written in difficult obscure archaic or otherwise out of date language which we do NOT UNDERSTAND either

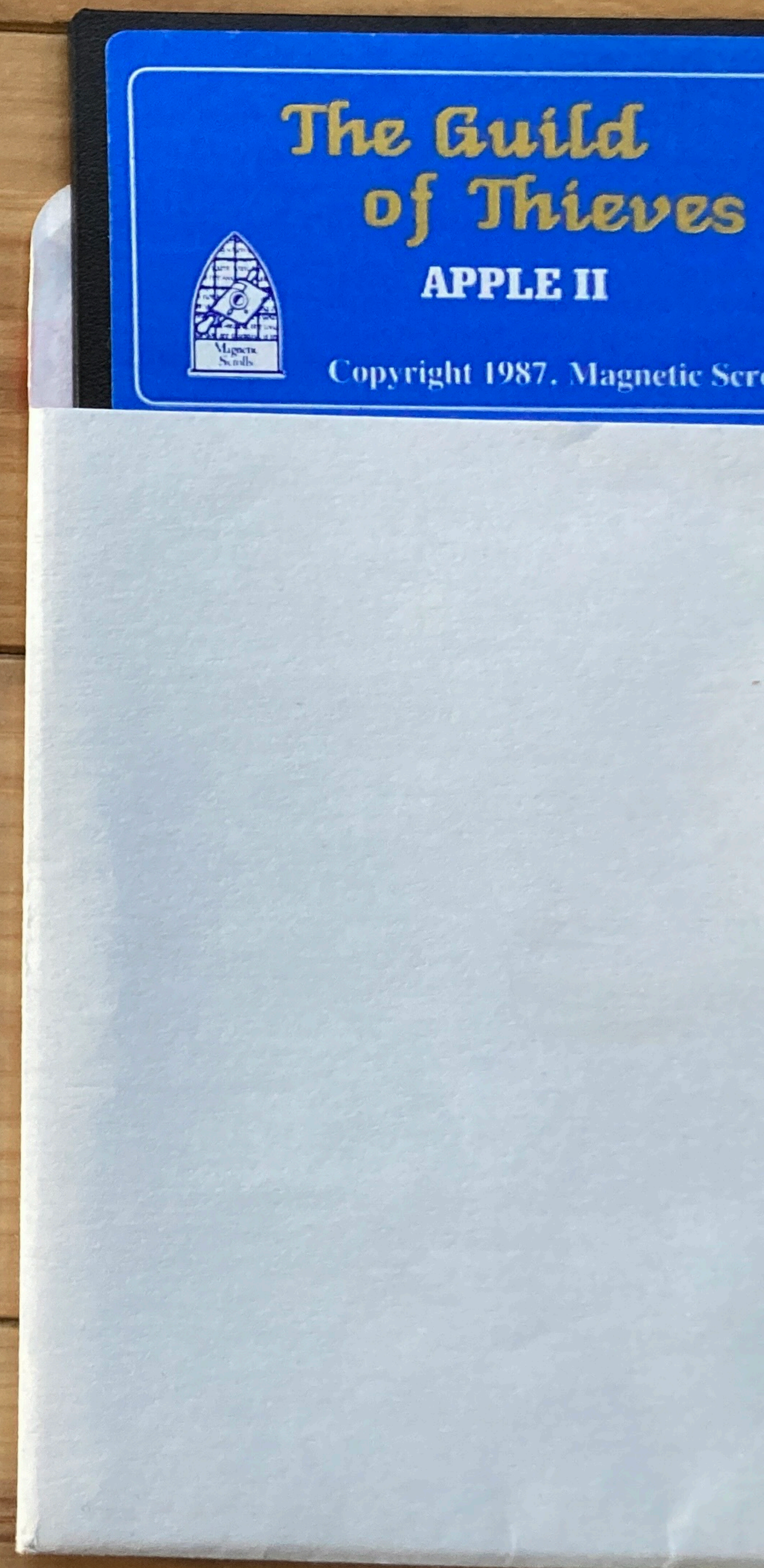
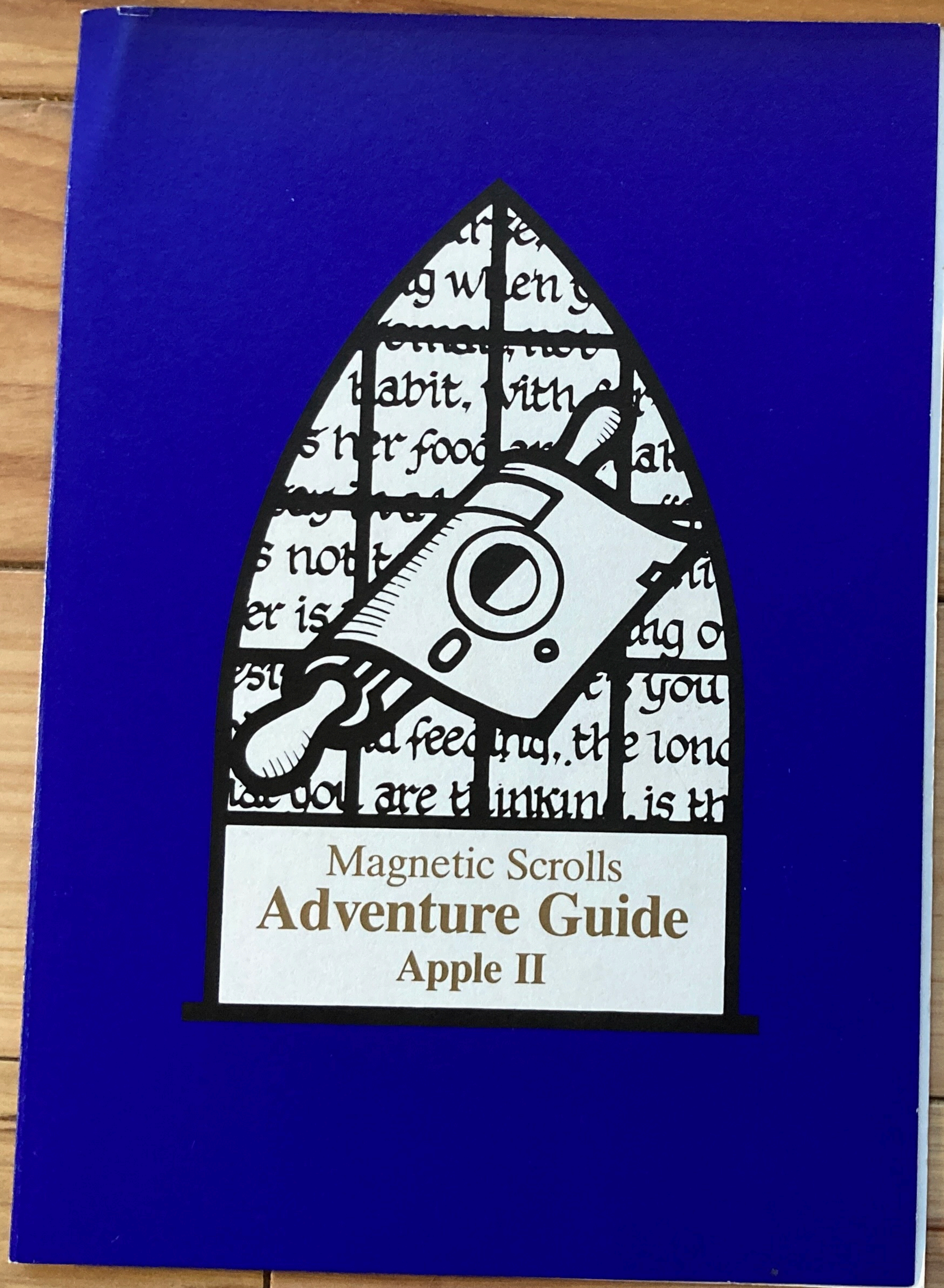
IT IS THEREFORE AGREED covenanted contracted bargained engaged stipulated promised arranged settled signed sealed and executed that I, _____ do hereby covenant contract agree and do we REALLY have to go through all that again? to go off and rob all sorts of really great stuff from this weird place and moreover to hang about and not moan while we think of a more POMPOUS and FRIGHTENING way of expressing that last bit³

¹Hereinafter named called described as and otherwise else um er notwithstanding and um so forth referred to as "Guild of Thieves". Plus also where we wish hereinafter etcetera, also heretofore, um, where were we? Do you know what it's like to have to WRITE this stuff? Everyone laughs at lawyers, oh yes, ha ha ha, but it's no fun, not really, not compared with just hanging round on street corners talking dirty. Okay, you get rich, but money can't buy you happiness. Mind you, happiness can't buy you money, so it's as broad as it's long, hereinafter.

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APPLE II GUIDE

Please make a back-up of the disk before using it (using the **COPYA** program supplied with your Apple). Always use the back-up, and preserve the original. Having made the back-up do not forget to write-protect it!

Loading

Make sure that any card in slot 3 is an 80 column card. The game checks this slot, and may appear to hang if there is an unknown card in this slot.

If you wish to use the printer, please make sure that a printer card is in slot 1.

To load the adventure, insert the game disk in drive 1 and turn the machine on. The game will then load automatically.

Screen Layout

Once loaded you will notice that the screen is split into two sections.

The top line contains the following information:-

The top left is the name of the room that you are currently in.

The first figure on the right is your score.

The second figure on the right is the number of moves you have made.

The second section is the main playing area, where your commands and the game's responses are displayed.

Talking to the program

To communicate with the program, simply type in a sentence describing what you want to do. When it is waiting for a command, a '>' prompt and a block cursor are displayed. Once you have typed your command press the <RETURN> key.

The adventure will also allow the user to type ahead, even if the program has not yet displayed its prompt.

Editing Your Commands

It is possible to edit your commands using the standard Apple facilities. After pressing ESCape to enter Edit mode, the following allow you to edit the current line:

	Apple II	Apple IIe/IIc
Move left one character	j	Left arrow
Move right one character	k	Right arrow
Move cursor up	i	Up arrow
Move cursor down	m	Down arrow
Delete one character to the left	<-	Delete

More

When there are too many lines to display on the screen at once the message '<MORE>' appears at the bottom right of the screen. Pressing any key will allow the game to continue.

Save

This command enables you to save your current position in the game. Please make sure that you use a newly formatted disk. There are eight possible saved game positions allowed on each disk.

The program will ask you for the drive number and the saved game position; it will then ask you to insert your 'Saved Games' disk. Hitting any key at this point will inform the program that this is done. Should there be any errors, the program will allow three retries before returning to the game.

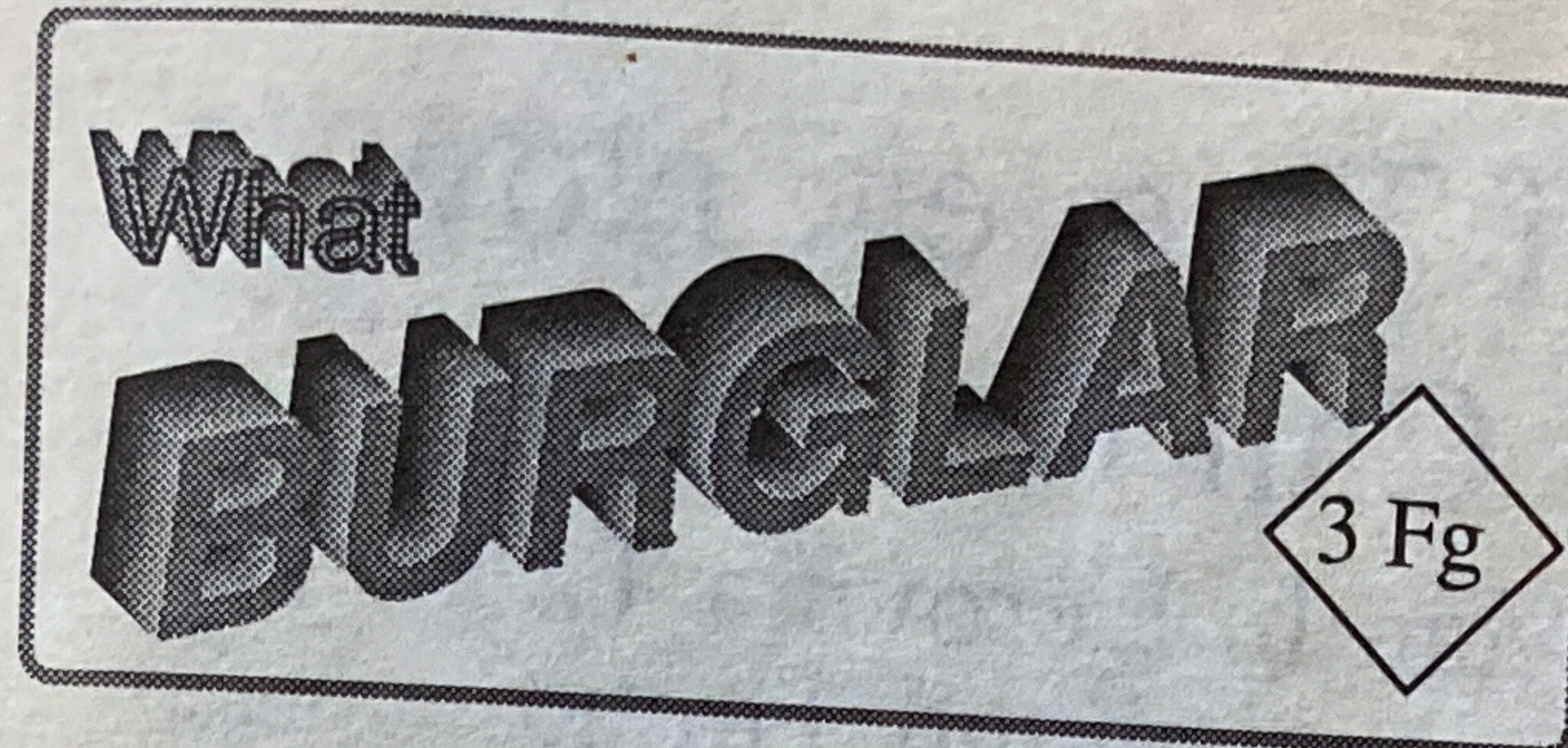
If you are using drive 1, please make sure you replace the game backup disk.

Restore

To reload a previously saved game type 'RESTORE'; as with 'SAVE' you will be prompted for a drive number and game position. Should there be any problems, the program will allow three retries before returning to the game. Don't forget to put the game disk back in the default drive after loading a saved game.

Printer On (Printer Off)

You can record your game by use of this command which turns the printer on (and off). Please ensure that your printer is switched on before using this feature.



Top Crook Slags Rookies Shock!

Top crook Silas Beaker says the profession will face disaster if young newcomers continue with their boycott.

Beaker, speaking from his Dornbrook hideaway, added: "Frankly, the newcomers are rubbish. Greenhorns. Tenderfeet. Wet behind the ears.

"We just can't get the type of young person we want these days. Frankly, they seem more keen on accountancy and merchant banking."

Beaker was speaking on the eve of new, stringent entry standards to the Guild of Thieves.

"These new tests aren't easy", he said. "Anyone who can pass them is ex-

ceptional material, and faces a bright future in the Guild.

Beaker said that he was "sick as a macaw" with young apprentices training at the Guild's expense and then "going off the straight and narrow - becoming doctors and shopkeepers and such."

He added: "We have to face it. This a divided society. It's us and them."

TIME FOR ACTION

by Our Special Correspondent A.Nonymous
Commuters on the Dornbrook line are facing another expense today - the price of a wristwatch.

For burglars described as "audacious and cunning" have stolen the Victoria Station clock.

The famous clock, which has hung above platform 3,728 at Victoria - the world's largest station - went missing last night at around midnight.

"We aren't sure of the exact time," said spokesman A. Spokesman, "Because when we

noticed the clock had gone, it was too late to check what time it was, because it had gone, if you follow me.

"We heard it strike eleven, which some say means that that was when it was stolen. Others say it was just about to strike twelve. It's a matter of opinion, like everything else."

INSIDE THIS ISSUE

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AND MUCH MUCH MORE!

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For the best in Modern Burglary equipment, call Festeron 1183
Jemmies & Crowbars
Dark Lanterns -
guaranteed light-free
New range of striped clothing
(Ask for Bruce or Rod)

Cor, Wot A Steal!

Clumsy villains in dual-blag mix-up

by A.J. Sheeplifter Jr

Two half-baked villains went out "on the pinch" last week - and turned over each other's "cribs".

The bad-luck baddies thought they were in for an ordinary evening's work - but were their faces red when they got home to find that a colleague had called!

Said one, drainpipe specialist Monty Quink, "I couldn't believe my eyes. Everything was gone. I took one look at it and said 'That's Reggie's work'. I

mean, you'd recognise it anywhere."

Said Reginald Throat, the other victim, "I could see it was a drainpipe job instantly, and I thought 'Monty', just like that."

"He's cleaned the place out. Everything has gone. You've got to hand it to Monty, he's a pro, right?"

Neither "victim" has been to the police. "No point," says Monty. "Nah," agrees Reggie, "we'll just go up each other's places again tonight and nick everything back again. No problem, my son."

PRINTERS: Someone has stolen the photograph of Sizzling Samantha. I have my suspicions but do NOT print this page until you get the picture. Try not to foul up like last time. *Please.* - Ed.

What Burglar's soaraway Page 20 cutie Sizzling Samantha is set for stardom - but she's not just a pretty face. Sam, 19, is one of Kerovnia's most accomplished con-artists. But when it comes to looks, she certainly delivers the goods! We'd pick her lock any day of the week!!?!?!?!?

Mystery Thief Shocks Small-Town Housewives.

by Violet Voss, Women's Ed.

A mystery-man is terrorising women in the sleepy hamlet of Macbeth.

Daily life in Macbeth is normally quiet, with only the odd nuclear meltdown, outbreak of plague or alien spacecraft to disrupt its tranquillity.

But the new mystery thief - described as a "mystery man" by housewife Doreen Zzzzz - has changed all that.

"We live in fear", said Mrs Zzzzz, 43. "Nobody has seen him. Nobody knows what he looks like, or when he will strike. We don't even know what he's after."

"In fact, we've no trace of him at all. He might not even exist. But he could strike at any time. There ought to be a law."

DOWDY?
DRAB?
DULL?

Get with the Crowd at Michael's Boutique!

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Striped vests
Striped shoes
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Stripes A Specialty!

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What Burglar? c/o Magnetic Scrolls Ltd, 1 Chapel Court, LONDON SE1 1HH, United Kingdom

YES! YES! YES! I have/have not taken advantage of your terrific/terrible/disgraceful/wonderful offer of membership to the Guild of Thieves.

Please put me on your mailing list/remove me from your mailing list as soon as possible and make sure that I hear of all your special offers/never hear from you again in the future/past.

I think you are the best/greatest/most amazing/most brilliant company in the world and I am simply completing this form to tell you so/because I'm bored/to let you know when my house is normally vacant.

Were I to have any complaints about your product I would enclose a sheet of paper listing them but, as I haven't, I didn't.

I first heard about your magazine from a friend/another magazine (which was of course not nearly as good as yours)/picked it up in a house I was searching/okay I stole it/actually I bought it in a computer shop, which I thought at the time was a bit of a shifty place to sell magazines like this.

If I had to compare your magazine with other similar magazines on the market, out of ten I would rate it _____

To take advantage of your 'exclusive' hints offer I bought a computer it was an Atari ST/Apple Macintosh/Amiga/Apple II GS/IBM PC/Apple II/Commodore 64/128/Atari 800/130/Spectrum 128/Amstrad 6128/Amstrad 8256/other _____

Please send me details on the following: Guild of Thieves Tee-Shirt/Guild of Thieves Sweat Shirt/ Another issue of this magazine/ Stripy furry dice and I promise/will think about/will not buy any of the above.

Name _____
Address _____

(if you do not wish to ruin your magazine by cutting this out)
What Burglar?

<ax y5 ns ov 7k yr n5 ou 79 y6 nu mu g7 58 ru m8 gw 50 rd mu gk 5i
ni o0 7j yv n5 on 7a yg no oj gj 5i r7 mp g7 y7 n5 os 7p yi n1 o9 7r
yh rh m0 gb 5v nv ow 7l y9 n0 op 70 yj np o8 gj hj >

<ax he t6 i5 ar h7 tm id am xm cx ep pj hj tt is a5 x5 cm ea pt xe te i8
a9 x9 cg eo a7 hy t0 i9 a6 x6 ck ei ar hk ck el pd xl ch ez az hp tx ex
pb x0 c9 i9 at h0 tk if az h1 c8 o8 >

What Do I Do In The Bank?

<5x ci en py xe te i7 p7 xf ca ee p6 xf tf iq aj h9 c9 e1 pp xo ca eq aq
hi tn iu ae xe c8 e7 pv xw tv mv >

<tx oo 7s 5s rq m8 gn 5d ru mq ga 5m r5 mh gr yr np oo 7x yg rg m0
gd 59 rd od 7b y1 nb oz 7y 5y rr or 7l yq na op 7g y9 n1 op 7o ye re
md g0 5h rx mp gl 5o no ok 7y y7 nq o8 75 5p tp >

<5x rt mr gh 5m rf mz gj 5b r6 m8 ge 5g r5 mi 75 x5 >

<ax yt np mp gz 5q r8 mp 7p y1 n6 o9 gk 5i ni or 75 yf n6 m6 go 5s
rb ob 7r ye n6 on gn 5s rb mv ge ye n8 ok 7z yd rd my g7 58 nv oj 7v
5v rz mo gj 5t nt os 7x y8 nq mq ga 5h n7 e7 >

<tx ib ad hk tz ez pp xa ce ep ap xe te i7 an hv tb im pm xa cg ea ag
xg cf ej ph hh tt iz ak xk cw iw ag h7 ti ip at xa na >

<5x cf ej pw hw tg i7 am xm c5 en pg xx to mo >

How Do I Open The Bank Vault?

<mx p5 xs ca eo px xt cj e1 pb xr tr iy py xs ch em pt xz tz ig a9 h8 tb
il aj hu cv ov >

<tx oh 7s yv rv e9 pu xx to ex ao 5o >

<ax y9 n8 o7 7v 5v re m7 gn 5x nr op 77 yy nz of 70 yz rz mk gp 5l

rq m7 go 5g rn mv 7v yw nl ow 7z yh rh m0 gq yq nv ob gb 5j rq oq
7u y0 nq ox 7n 5n rd ma gh 5u r9 mb gj 5t ru oz pz >
<mx gb 5z nz op 7a ye re mb gd 5x ry m1 7l y0 nq o0 7o 5o rl md 7d
y6 nf mf g6 5v r6 mf gv 5n ry ml gw yv cv >

<5x cr ey pe x7 c5 es py xt ca eq aq h0 ty i0 aq hs td ix ao ha tq il aw
hy cy es px x9 t9 iz ak xk cy et pl xo c0 ed p8 xe ca e7 a7 hi ty ey p1
xu cd id as hh tn iy ae hn cn ey pw hb rb >

<5x rf mz g0 5b rx oo po >

<mx pn xg cl er pw xl tl io am h7 tv ib pq xx tx is ps xf cm ep py xa
ck ik az hd tv ew 7w >

What Is The Chewing Gum For?

<ma pm hm td is ah hg tx ex pp xt tt io az h8 c8 ef pj x1 cg en ae h8
c8 ez pk xy ct en p0 h0 t1 ij ao hr tw i8 ab hv cv el py hg t1 e1 pg x7
ce ef p6 h9 r9 >

<5a cm e8 pm xi c7 em pe he tg in pn xv c9 e0 a0 hy tk iv as h5 t8 e8
pz xl cb el pw xr tr i5 au xu cq ef p0 h0 tk izpz xi cw e8 pe xa ta ii ag
hn t5 i7 am hb t8 il aw xv nv >

<5a cm im a5 hh ta i5 ap hi to eo pk xw cy ew pk x9 c0 i0 a1 h6 tf is
ap xh c0 i0 af h6 tb iv ae hv tu ie ag ha tk ek pq x8 c6 e9 a9 hr tn i5
au xu ct em pq hq tz il ay ht ct eh a7 57 >

<aa h5 tg ia a7 xr nr >

What Do I Do With The Lute?

<aa yi nw oy 7n ym rm ma gt 5r nr oy 7k yi ri mg g9 50 n0 ow 7u yk
nr o9 7l y8 ne me gv 5k rg m9 gl 5w ry oy 77 yn rn my ge 5v rs mh
gl 5z rp mm gt 5a nt et >

What Burglar?

Top Chummy Nicks Blag Club Snoop Sheet Shock Horror!

By Our Special Correspondent

In a shock sneak move last week, a top burglar removed top secret so-called "cipheric help files" from the offices of the Kerovnia Guild of Thieves.

• The thief admitted breaking into the Guild offices under cover of darkness.

"Yurs!" he told *What Burglar* yesterday. "I nicked the goods. It was dark." In a shock sneak move last week, a top burglar removed top secret so-called "cipheric help files" from the offices of the Kerovnia Guild of Thieves.

The thief's identity remains unknown. Police describe him as "blue-chinned, wearing a mask and a striped pullover."

"This has enabled us to eliminate at least five per cent of the population", said Detective Chief-Inspector Gently's friend Jeremy from their secret love-nest in the sleepy hamlet of Reeve last night.

• Investigations by your soara-way *What Burglar* reveal that the so-called "cipheric help files" are in fact cipheric help files.

And they could help trainee criminals crack the tough membership exams of the Guild.

Guild Librarian Sigismund Thing said yesterday from his dusty, book-strewn offices in the quiet little village of Joel's Bottom: "What?"

He then fell asleep.

Sources close to the Rat & Syphon Lounge Bar 'n' Disco told *What Burglar*: "These files are dynamite. All you have to do is type them into your computer and

any berk can sail through the wossnames, exams, without difficulty. No sweat, my son. Follow my drift?"

MEANINGLESS

We understand that the cypheric help files give would-be Guild members the answers to the examination tests... but, thanks to fiendish, greasy-haired boffins in smoke-filled rooms, the answers are completely meaningless - until they are typed into a computer!

UP YOURS

All the trainee criminal has to do is find the "question" which refers to his current problem, type in the word "HINT" when prompted by his computer, and then carefully type the "letters" and "numbers" to be found between the < and > marks in the cypheric help files.

"It's simple", said notorious criminal T. Anderson, who declined to be named. "If you've got a copy, just look up yours."

"Otherwise, you know where you can

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find me."

• Your favourite magazine REJECTS OUTRIGHT cheque-book journalism of the sort practised by other so-called "newspapers".

However, we persuaded Anderson to provide *What Burglar* with a copy of the illicit help files by threatening - in the public interest - to expose him as a man who might find an envelope stuffed with money if he looked in his left-hand coat pocket.

• Anderson warned readers:
"If you type HINT at the prompt, be sure to type the coded message exactly.
"And if you see a "+" sign at the end of the decoded message, it means the hint continues in the next piece of code."

He added: "Don't try this when you've had a few, narmean? Like, after a few Farthingtons, yeah? Otherwise you could find yourself totally bug..., um, up shi..., er, up a gum tree. Right?"

Guild of Thieves Cheat-Sheets

A *What Burglar* Exclusive!

How Do I Get Out Of The Boat?

<5n c6 ef pq x6 t6 i7 ag ho co ea pt xj cp ex p5 xv cf em pt xz ce ie
am h7 tu iq as hh tl iy an hi t5 en ag 5g >

<an y6 nf oq 76 56 rk mi 7i yg ny or 75 yi r5 i5 >

<tn op 7l y6 na ma gu 5d rm mf 70 x0 >

How Do I Get Into The Castle?

<5m ca ia a5 hy tr i7 ax hn cn ex po xr ce e6 p9 xr ch el al hw tv e0
po xs cb ex pn hn th it au xu cv ee pv x1 cg ew av 5v >

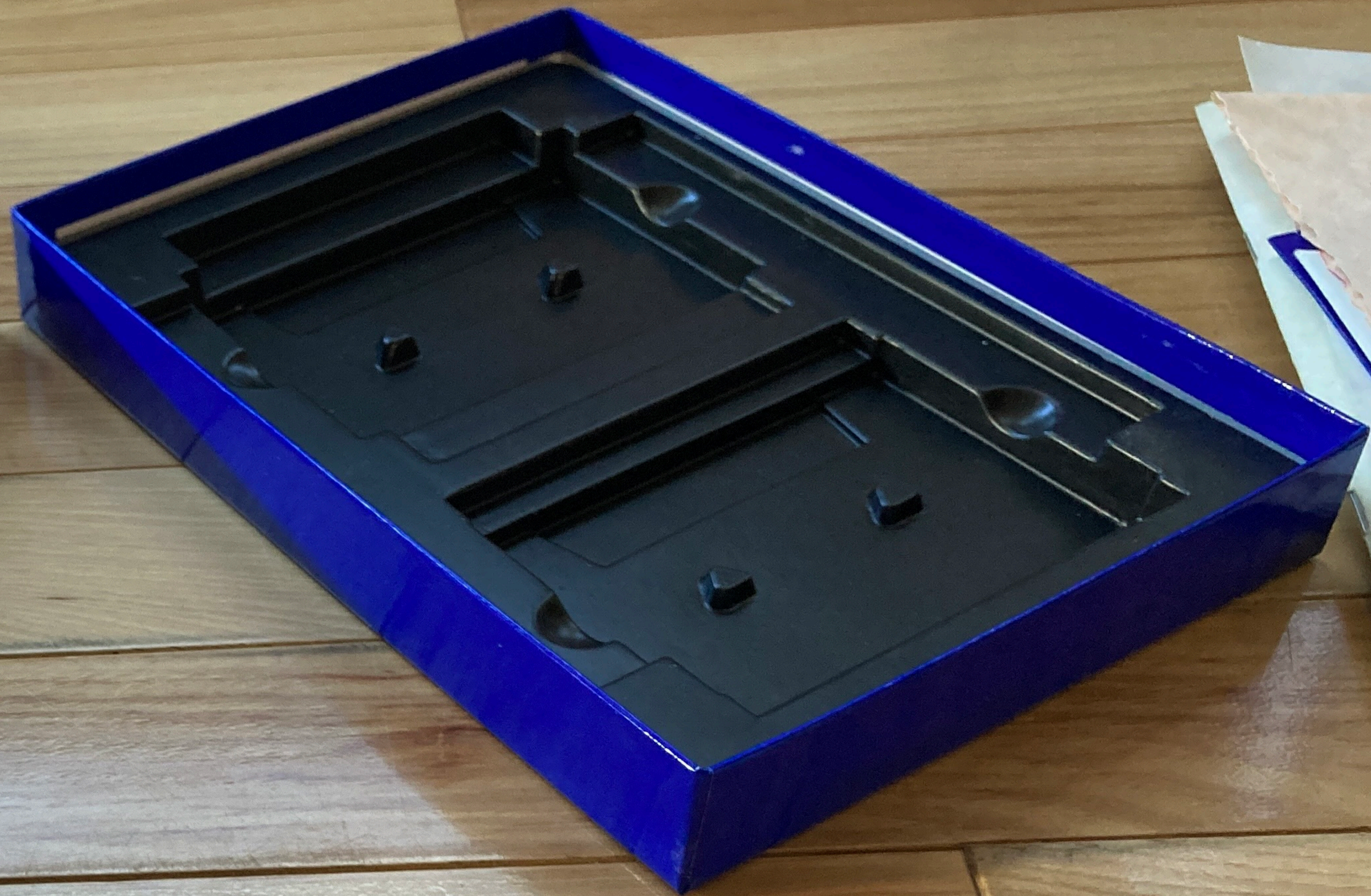
<am ye nr o7 g5 5u nu ot 7m yq rq ma gp 5m rh m7 77 y6 nw ol gl

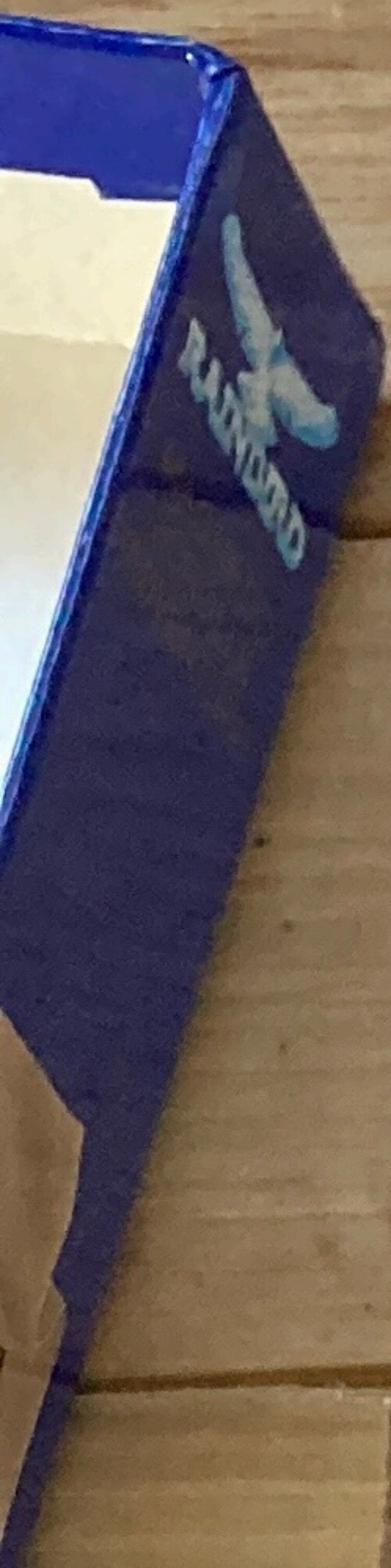
What Burglar?

Creative use of White Space
courtesy of

Striipey & Striipey







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(90)
with
retur

*Guild Of Discreet Entry And
Removal Operatives¹
Removal Branch)
Dorrmbrook the said
CONTRACT OF SERVICE
withstanding the said
(for*